

included in claim 1. By this amendment in claim 1, new issues are now presented with respect to all claims dependent from claim 1 except for claims 29 and 31.

With respect to claims 14, 16, 18, 20 and 22, Applicant has also amended these claims as suggested by the Examiner. This, therefore, creates further new issue with respect to claims dependent from each of these claims. In claims 14, 16, 18 and 20 Applicant has also added the phrase "which is information related to said special game" to the suggested claim language.

Applicant respectfully submits that the Examiner in his suggestion of June 24, 2002 has made a reasonable suggestion as to how the claims become allowable over the prior art of record. However, the prior art of record now includes GB 2,262,642 which was presented in Applicant's Information Disclosure Statement filed June 27, 2002 and which is applied by the Examiner since Applicant introduced new claims 28 - 34 on March 18, 2002 in response to the Office Action dated December 18, 2001.

In the Final Office Action dated July 17, 2002 and reissued on August 23, 2002, the Examiner has rejected for the first time claims 28 and 30 which depend from claim 1. This rejection is found beginning at the top of page 6 and continuing through page 7. In this rejection, the Examiner argues that it would have been obvious to present information to user of a game machine using a secondary display with animated effects of a progressive story. However, in the prior art of record, including the newly applied '642 reference, there is simply no teaching or suggestion of any

progressive story. The Examiner further argues that a progressive adventure story would do little to further limit the claim since any type of story may be used. The Examiner has, however, illustrated no type of story, no prior art suggesting such a story, and no evidence to show that a further limitation has not been made. Absent a suggestion or teaching of a progressive story, it is respectfully submitted that the rejection of claim 1 as now amended including the limitations of claim 28 and 30 which were rejected at pages 6 and 7 of the outstanding Office Action should be withdrawn.

Still further, this amendment by inclusion of the limitations of claims 28 and 30 in claims 1, 14, 16, 18, 20 and 22 presents many entirely new issues for examination which have never been considered before in this case. For this reason, re-examination is respectfully requested.

Attached hereto is a marked-up version of the changes made to the specification and claims by the current amendment. The attached page is captioned "Version with Markings to Show Changes Made."

In view of the foregoing, it is respectfully submitted that the application is now in condition for allowance, and early action in accordance thereof is requested. In the event there is any reason why the application cannot be allowed in this current


S/N: 09/456,833

11/18/2002

DOCKET NO.: KAW-215-USAP

condition, it is respectfully requested that the Examiner contact the undersigned at the number listed below to resolve any problems by Interview or Examiner's Amendment.

Respectfully submitted,



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Date: November 18, 2002

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RRS/bam

VERSION WITH MARKINGS TO SHOW CHANGES MADEIn the Claims:

Claims 28 and 30 have been canceled.

Claims 1, 14, 16, 18, 20, 22 - 26, 29 and 31 have been amended as follows:

1. (Amended) A gaming machine comprising:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of the symbols; and

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special game which is more advantageous to said player than is a normal game[, and];

wherein said gaming machine further comprises an image display section for displaying special game information in said special game to said player, and

wherein the special gam information is displayed by figures representing objects and written information and is presented as a progressing story.

14. (Amended) A gaming machine comprising:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of said symbols; and

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special game which is more advantageous to said player than is a normal game,

wherein said gaming machine further comprises an image display section for displaying game information to said player[, and];

wherein said game information displayed in said image display section is game information concerning a history of provision of value information provided as a profit for the player; and

wherein the special game information which is information related to said special game is displayed by figures representing objects and written information and is presented as a progressing story.

16. (Am nded) A gaming machine comprising:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of said symbols; and

a stopping device, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when the symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special game which is more advantageous to said player than is a normal game,

wherein said gaming machine further comprises an image display section for displaying game information to said player[, and];

wherein said game information displayed in said image display section is game information concerning a winning history, and

wherein the special game information which is information related to said special game is displayed by figures representing objects and written information and is presented as a progressing story.

18. (Amended) A gaming machine comprising:

a variable display section for variably displaying a plurality of kinds of symbols necessary for gaming;

a starting device for starting variable display of said symbols; and

a stopping device, disposed so as to be operable by a play r,  
for stopping said symbols being variably display d;

wherein, on condition that a combination of symbols displayed  
when said symbols are stopped constitutes a predetermined special  
winning mode, said player is allowed to start playing a special  
game which is more advantageous to said player than is a normal  
game,

wherein said gaming machine further comprises an image display  
section for displaying game information to said player[, and];

wherein said game information displayed in said image display  
section is an explanation of an operation of a game, and

wherein the special game information which is information  
related to said special game is displayed by figures representing  
objects and written information and is presented as a progressing  
story.

20. (Amended) A gaming machine comprising:

a variable display section for variably displaying a plurality  
of kinds of symbols necessary for gaming;

a starting device for starting variable display of said  
symbols; and

a stopping device, disposed so as to be operable by a player,  
for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed  
when said symbols are stopped constitutes a predetermined special  
winning mode, said player is allowed to start playing a special

game which is more advantageous to said player than is a normal game,

wherein said gaming machine further comprises an image display section for displaying game information to said player[, and];

said game information displayed in said image display section is an indication of an error of said gaming machine, and

wherein the special game information which is information related to said special game is displayed by figures representing objects and written information and is presented as a progressing story.

22. (Amended) A gaming machine comprising:

variable display means for variably displaying a plurality of kinds of symbols necessary for gaming;

starting means for starting variable display of the symbols;  
and

stopping means, disposed so as to be operable by a player, for stopping said symbols being variably displayed;

wherein, on condition that a combination of symbols displayed when said symbols are stopped constitutes a predetermined special winning mode, said player is allowed to start playing a special game which is more advantageous to said player than is a normal game[, and];

wherein said gaming machine further comprises an image display section for displaying special game information in said special game to said player, and



wherein the special game information is displayed by figures representing objects and written information and is presented as a progressing story.

23. (Twice Amended) A gaming machine according to claim 14, wherein said special game information displayed in said image display section is special game information concerning a state of progress of said special game.

24. (Twice Amended) A gaming machine according to claim 16, wherein said special game information displayed in said image display section is special game information concerning a state of progress of said special game.

25. (Twice Amended) A gaming machine according to claim 18, wherein said special game information displayed in said image display section is special game information concerning a state of progress of said special game.

26. (Twice Amended) A gaming machine according to claim 20, wherein said special game information displayed in said image display section is special game information concerning a state of progress of said special game.

29. (Amended) A gaming machine according to claim [28] 1, wherein the figures representing objects represent animate objects.

31. (Amended) A gaming machine according to claim [30] 1, wherein the special game information is presented as a progressing adventure story.